```
RAY::Drawables::IDrawable
   ~IDrawable()
  + drawOn()
RAY::Drawables::ADrawable2D
  _rotation
# _scale
# _r
  _position
# _color
+ ADrawable2D()
+ ADrawable2D()
+ ADrawable2D()
+ ~ADrawable2D()
+ getPosition()
+ getColor()
+ setPosition()
+ setPosition()
+ setColor()
+ drawOn()
+ drawOn()
+ getScale()
+ setScale()
              Δ
 RAY::Drawables::Drawables2
         D::Rectangle
   _dimensions
 #
 #
    pad0
 + Rectangle()
 + Rectangle()
 + Rectangle()
 + operator=()
 + ~Rectangle()
 + getDimensions()
 + getWidth()
 + getHeight()
 + setDimensions()
 + incrementWidth()
 and 6 more...
         RAY::Image
       image
      _ressourcePath
        pad0
       imagesCache
     + Image()
    + Image()
    + operator=()
     + ~İmage()
+ exportTo()
     + draw()
     + drawOn()
     + drawOn()
     + resize()
     + use()
     operator::Image *()
```